

MADOPOLY

The logo for 'MADOPOLY' is rendered in a bold, bubbly, red font with a white outline and a dark blue drop shadow. The letter 'O' is replaced by a stylized white skull with large, dark eyes, a wide, toothy grin showing yellow teeth, and a red tongue sticking out. The entire logo is set against a dark blue background with a radial pattern of thin white lines emanating from behind the text.

by mad party games

Rulebook

Goal of the Game

The goal of the game is to be the first player to gather a certain amount of money. The first player that reaches this amount wins the game.

Short game: \$200

Normal game: \$300

Long game: \$400

** The above bill adjustments are recommendations only; adjust them to your own preferences*

Preparation

1. Place the MadWish bottle in the middle of the board by using the attachment pin.
2. Each player chooses the character they want to play with. Place the pawn you chose on START.
3. Shuffle the TRUTH, DARE, GO and MYSTERY cards and place the decks on the relevant fields on the game board.
4. Each player starts with \$85. The bills are divided as such: (1x\$5, 1x\$10, 1x\$20, 1x\$50)



How to Play

1. Take turns rolling the dice. The person with the highest number starts the game.
2. Throw the dice and move your pawn as many spaces as the number on the dice indicates.
3. Every space your pawn lands on is connected to a certain assignment.

Bank

Select a player who, besides playing the game, also acts as the bank. The bank is responsible for all bills and Joker Cards, so honesty is required. When assignments are completed successfully or the player lands on a field where they receive bills, the bank must pay the player. Upon declining an assignment or when a player lands on a field where bills are lost, the bank collects the money.

Bills

Bills are the means of payment in MadPoly. There are four bill denominations in MadPoly: \$5, \$10, \$20, \$50.

For example: when you land on the field 'Condom', you will get \$20 to the bank. The money can be received in any combination of denominations with a total value of \$20 (i.e., 1 \$20 bill, or 2* \$10 bills, or 4* \$5 bills).*

Ran out of money?

If a player does not possess enough bills to pay, they must either give up or take 2 shots and receive \$50 to get back in the game.

*They must still pay what they owe**

The Legend

Spinning Bottle and Cards

When a player lands on the 'SPIN' space, they must spin the Bottle. The player will then draw a card, receive money or take a shot depending on the field the bottle lands on.

Truth: If you answer the question, you will receive \$10 from the bank. If you refuse to answer, you will have to pay \$20 to the bank.

Dare: If the task described on the card is completed successfully, you will receive \$20 from the bank. If you refuse to perform the task, you will have to pay \$30 to the bank.

Go: Every player has to perform the task described on the card as fast as possible. The last player that performs the task has to take a shot.

Shot: Take a shot! If you refuse, you will have to pay \$25 to the bank.

Mystery: It's a Mystery! Read the card and do whatever it says.

\$30 Cash: Receive \$30 from the bank.



Character Bars

Each character has a bar on the board assigned to them. Whenever you land on another player's bar, you have to pay them \$25 or take a shot.

If you land on a bar that does not belong to any of the players, you do not need to pay anything.

Corner Spaces



START

When passing or landing on this space, the player receives \$30 from the bank.



SHOT

Take a shot! If you refuse, you will have to pay \$25 to the bank.



JAIL

When landing on this space, the player has to skip 2 turns. However, they still get to roll the dice for a chance of getting a double. If the player rolls a double, they get out of jail. If you throw a double and get into jail, you do not get to throw again.



RIPDEAL

If a player lands on RIPDEAL, they get to steal \$40 from another player.

Joker Card

The Joker card is your ultimate defence against everything. If you do not want to perform a task or pay a certain amount, you can use the Joker card to protect yourself.

You have to hand the Joker back to the bank after using it.
You can only have one joker card at a time.**



Important notes

- If a player rolls a double, they get another turn. If they roll three doubles in a row, they do not get another turn after the third one and have to take a shot as a punishment.
- If you want to take it slow, take sips instead of shots.
- If you land on **Snitch**, give another player a Truth, Dare, Mystery or Go card. Or make them take a Shot.

